

MARVEL®



**POPART
PRODUCTIONS**

60¢
202
JAN
€ 02459

APPROVED
BY THE
COMICS
CODE
AUTHORITY

DAREDEVIL®

IN

SAVAGES!



BEWARE:
IT'S ASSISTANT
EDITORS' MONTH!
DON'T SAY WE DIDN'T WARN YOU!



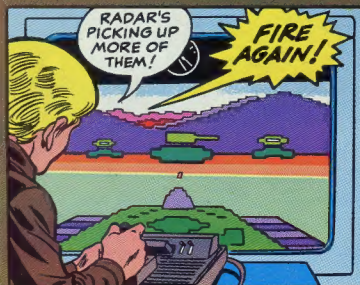
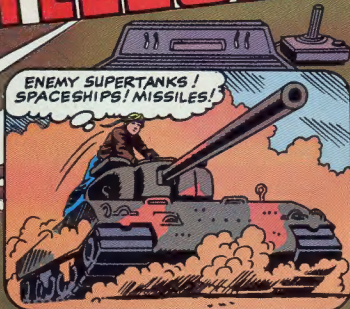
FOR LAYERS

ATARI®
PRESENTS

BATTLEZONE



INSIDE
THE
BATTLEZONE
CARTRIDGE...



BATTLEZONE

ATARI

A Warner Communications Company

© 1983, Atari, Inc. All rights reserved.
Only from Atari. For use with ATARI 5200 or 2600 or
Atari Video Computer System, and the ATARI 5200 or SuperSystem.

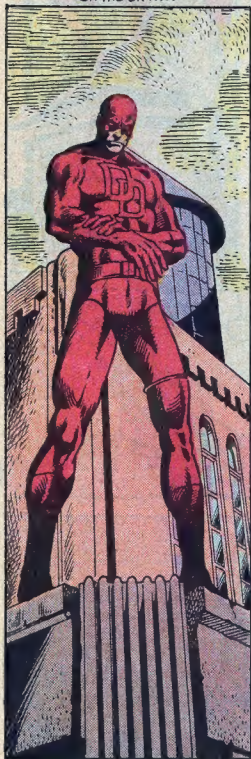
from Sears, Roebuck Co

STAN LEE PRESENTS:

SAVAGES

FOR FIVE MINUTES, HE HAS BEEN
STANDING ALONE WITH HIS SENSES
OPEN, HEARING THE MUTTERING OF
THE EARLY EVENING STREETS FAR
BELOW, SMELLING A MILLION MINGLED
ODORS, FEELING THE SUBTLE INTER-
PLAY OF WARMTH AND COOLNESS
ON HIS SKIN...

SLOWLY, HE PERMITS THE FAMILIAR
RHYTHMS OF NEW YORK TO CLAIM
HIM AND HE BEGINS TO PULSE IN
UNISON WITH THEM. AS THE TIDE
IS ONE WITH THE SEA, SO IS HE,
NOW, ONE WITH THE CITY.



STORY

ART

LETTERING · COLORING ·

EDITING

SUPERVISING

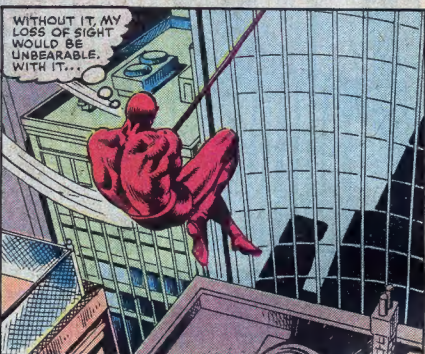
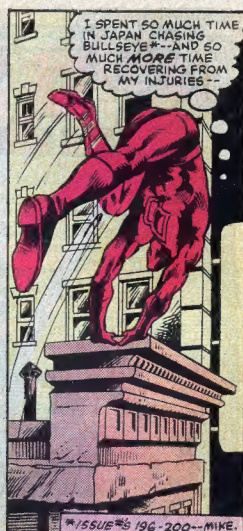
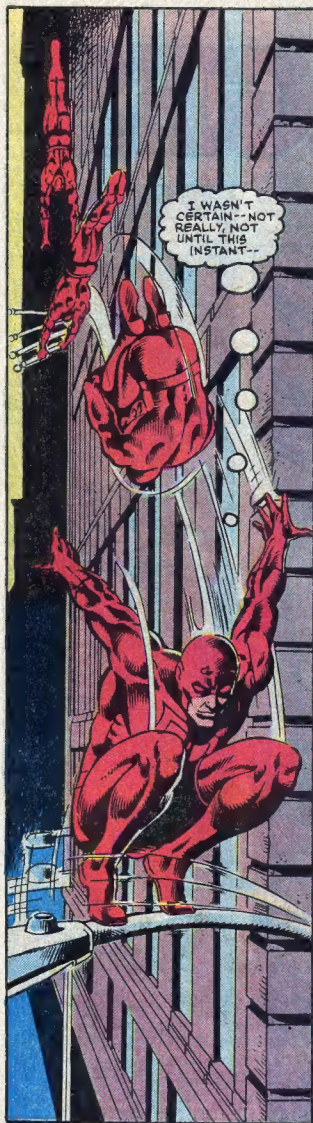
DENNIS O'NEIL WILLIAM JOHNSON & DANNY BULANADI

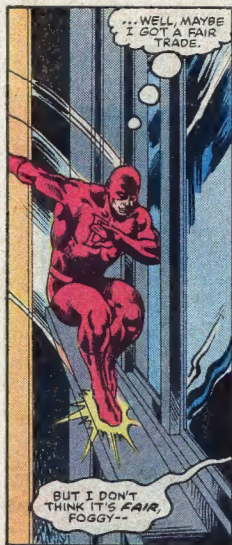
JOE ROSEN GLYNIS WEIN

BOB BUDINSKY

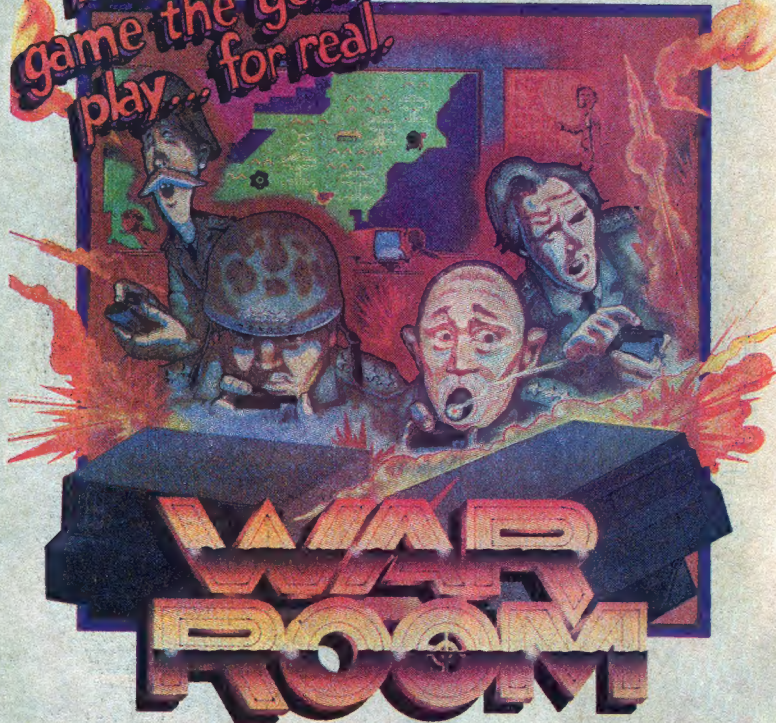
JIM SHOOTER

DAREDEVIL® Vol. 1, No. 202, January, 1994. (U.S.P.S. 148-440) Published by MARVEL COMICS GROUP, James E. Galton, President, Stan Lee, Publisher, Michael Hobson, Vice-President, Publishing, Milton Schiffman, Vice-President, Production, OFFICE OF PUBLICATION: 387 PARK AVENUE SOUTH, NEW YORK, N.Y. 10016. SECOND CLASS POSTAGE PAID AT NEW YORK, N.Y. AND AT ADDITIONAL MAILING OFFICES. Published monthly. Copyright © 1993 by Marvel Comics Group, a division of Cadence Industries Corporation. All rights reserved. Price 60¢ per copy in the U.S. and 75¢ in Canada. Subscription rate \$7.20 for 12 issues. Canada and Foreign, \$9.20. Printed in the U.S.A. No similarity between any of the names, characters, persons, and/or institutions in this magazine with those of any living or dead person or institution is intended, and any such similarity which may exist is purely coincidental. This periodical may not be sold except by authorized dealers and is sold subject to the conditions that it shall not be sold or distributed with any part of its cover or markings removed, nor in a mutilated condition. DAREDEVIL (including all prominent characters featured in the issue), and the distinctive likenesses thereof, are trademarks of the MARVEL COMICS GROUP. Postmaster: Send address changes to Subscription Dept., Marvel Comics Group, 387 Park Avenue South, New York, N.Y. 10016.





Play the
game the generals
play... for real.



Feel the goose bumps on your neck begin to rise as you take your seat in front of the video monitor. The situation pictured before your eyes is critical. Actual enemy nuclear attack on your most important cities and natural resources has begun.

Only you can determine the best strategic defense of the nation. Only you can effectively repel the enemy attack.

But the situation worsens. As you're attempting to rebuild your cities and keep production of goods and



services going, you pick up enemy spies lurking within your midst on your video close-up monitor. Can you effectively deal with them... even as more enemy missiles are approaching?

Your time is running out.

It's WAR ROOM. The new high-technology Probe 2000 strategy game for the ColecoVision™ game system. The game

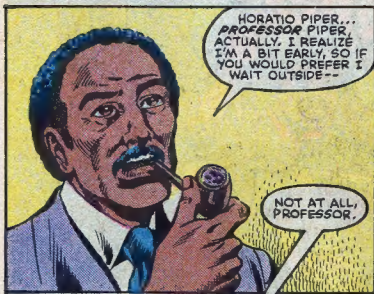
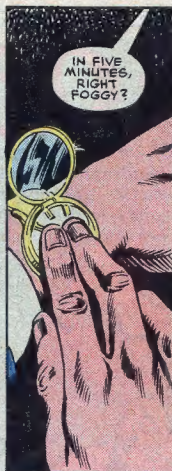
that's so realistic, generals might even play it.

Isn't it time you tested your skills?

PROBE 2000
series

© 1983 N.A.P. CONSUMER ELECTRONICS CORP.
ODYSSEY
A NORTH AMERICAN PHILIPS COMPANY

*COLECOVISION IS A TRADEMARK OF COLECO INDUSTRIES, INC.



Take Off!

With the return of 3-2-1 CONTACT. On a journey of adventures. From the wonders of Earth and space to the challenges of sports and computers. Plus new BLOODHOUND GANG mysteries. Discover how things are done — with the people who do them — and how things work. Join the millions who watch the TV show that makes science fun and technology exciting.



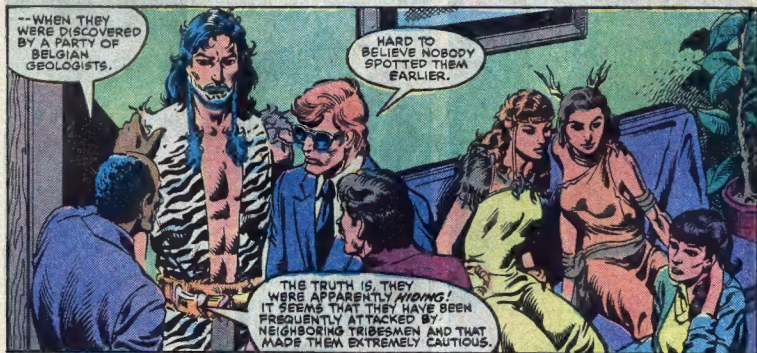
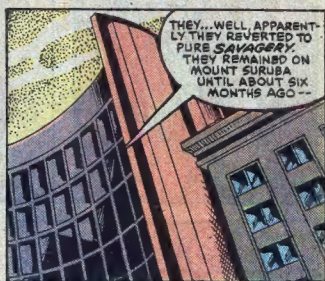
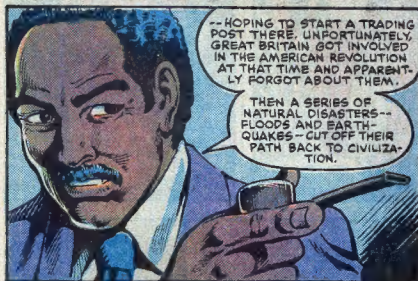
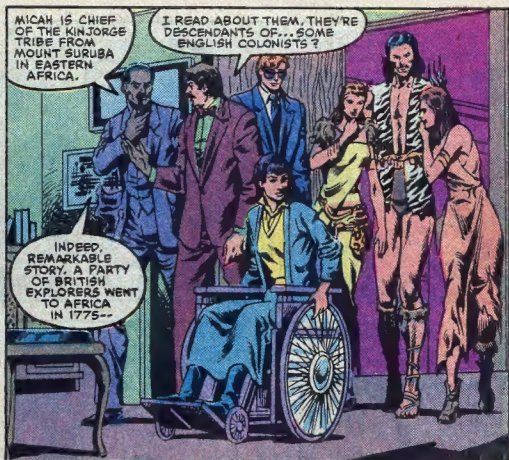
3-2-1 CONTACT

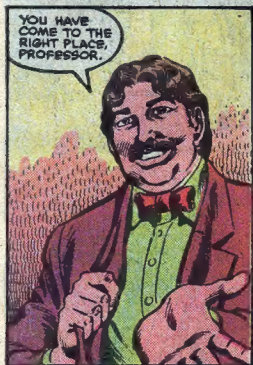
Mon.-Fri. Starting Oct. 17 on your Public TV Station

(check local program listing for time)

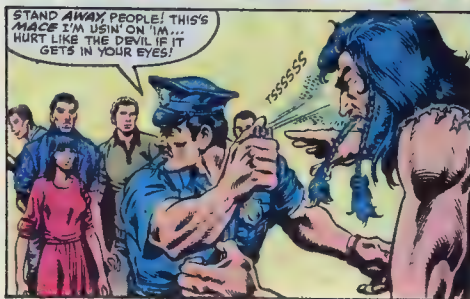
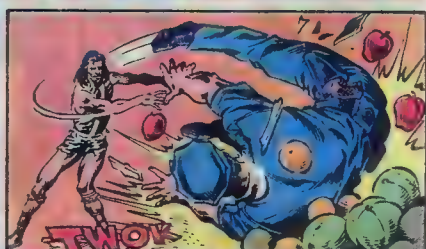
CHILDREN'S
TELEVISION
WORKSHOP

This ad made possible by a grant from the Corporation for Public Broadcasting









A GOLDEN OPPORTUNITYTM TO GET FREE MPC KITS IS HERE.



HERE.

HERE.

HERE.



SAVE THESE SPECIAL TOKENS FOR FREE MPC KITS.

From now on, Golden Opportunity tokens just like these come on every MPC kit box, and only on MPC kit boxes. And you can exchange them for free MPC models.

Collect only 10 tokens and you can get a Sea Knight, a Corsair, an Ajax Destroyer or World

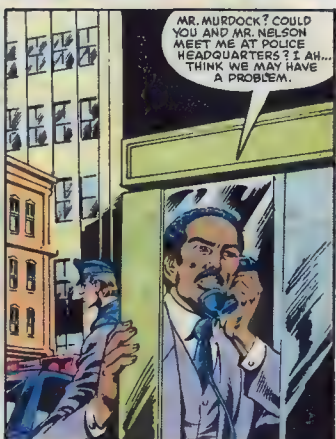
War II combat figures. Collect up to 30 tokens and choose from a big 747, a Forrester Carrier, 1/20 Scale Cars and much, much more.

You'll get complete information in your next MPC kit. But start by saving these tokens. Only MPC gives you such a Golden Opportunity.

ONLY four of these special tokens can be used for each Golden Opportunity™ bonus kit selection. All other golden tokens must be cut from MPC kit boxes. Details included in specially marked MPC Golden Opportunity™ kits. Valid in the Continental United States only. Void where prohibited, taxed or restricted.

THE BEST MODELS COME FROM THE BEST KITS.

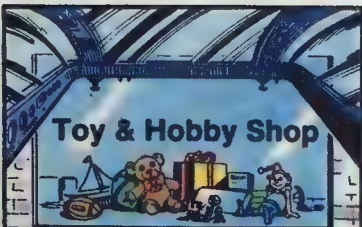




STAR FRONTIERS™

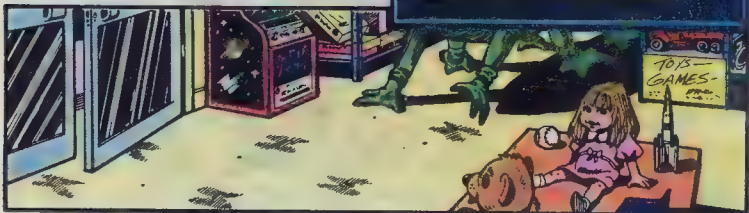


...FROM THE VERY CENTER OF THE GREAT SPIRAL GALAXY... ON A QUEST WITH BUT ONE INTENTION...



Toy & Hobby Shop

...TO A PLANET FORBIDDEN, DRIVEN BY A FORCE **UNSTOPPABLE...**



...NOT KNOWING **WHY** - BUT PROGRAMED TO PURCHASE...



STAR FRONTIERS™ ROLE PLAYING GAME... THE CHOICE OF MILLIONS AS THE BEST WAY TO DEFEND THE **GALAXY!!!**

From TSR Hobbies, Inc. Producers of the DUNGEONS & DRAGONS® game phenomenon.

For your FREE poster/catalog complete this coupon and send it to:



TSR Hobbies, Inc.

TSR Hobbies, Inc.
POB 756, C187 M6
Lake Geneva,
WI 53147

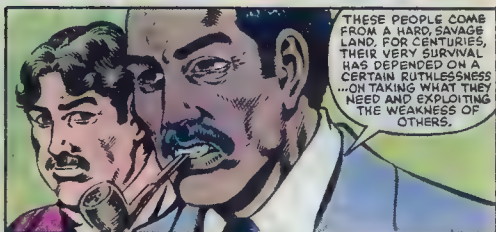
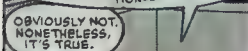
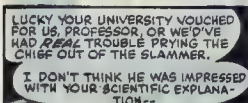
TSR Hobbies, (UK) Ltd.
The Mill, Rathmore Road
Cambridge, ENGLAND
CB1 4AD

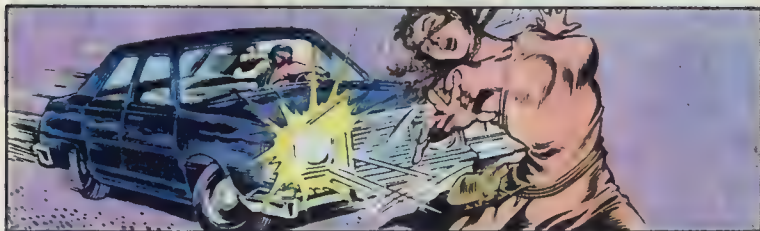
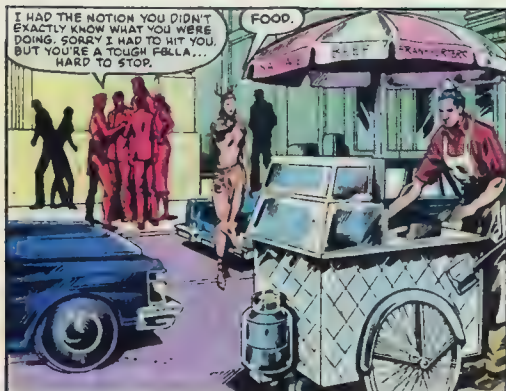
Name _____

Address _____

City _____ State _____ Zip _____

STAR FRONTIERS is a trademark owned by TSR Hobbies, Inc. ©1983 TSR Hobbies, Inc. All Rights Reserved.







BELOW--

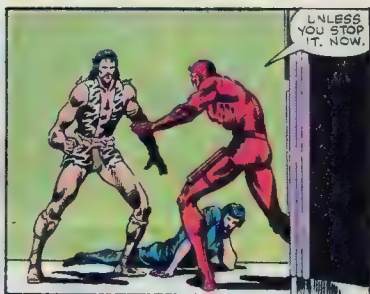
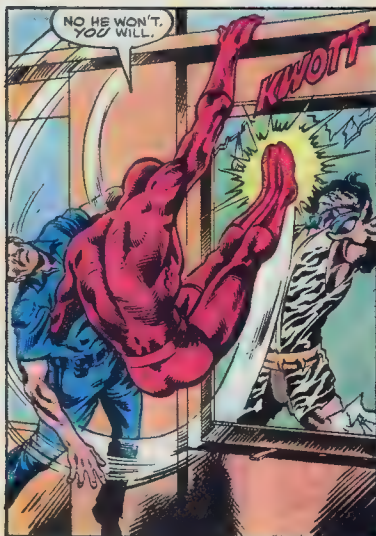
SORRY, FELLA.
THE DOCS DID
ALL THEY COULD
FOR HER BUT...
WELL, MAYBE IT
WAS THE LORD'S
WILL.

C'MON. NOBODY'S
IN THE CANTEEN.
YOU CAN... LET
LOOSE OF YOUR
FEELINGS, IF YOU
KNOW WHAT
I MEAN.

BUY YOU
A CUP OF
COFFEE?
TEA? HOT
CHOCOLATE?

AAGH--

YOU BE
SORRY.





UNSCRAMBLE THE FUN

AND DISCOVER WHY

EVERYONE'S SCRAMBLING FOR

NEW PINK LEMONADE BUBBLE YUM.

Here's a game that's as much fun to play as Bubble Yum is to chew! Just unscramble these six mixed-up words. One letter to each square. (Answers below.)

FOST

--	--	--	--	--

SOTHOM

--	--	--	--	--	--	--

IYUJC

--	--	--	--	--	--

MYMYU

--	--	--	--	--	--

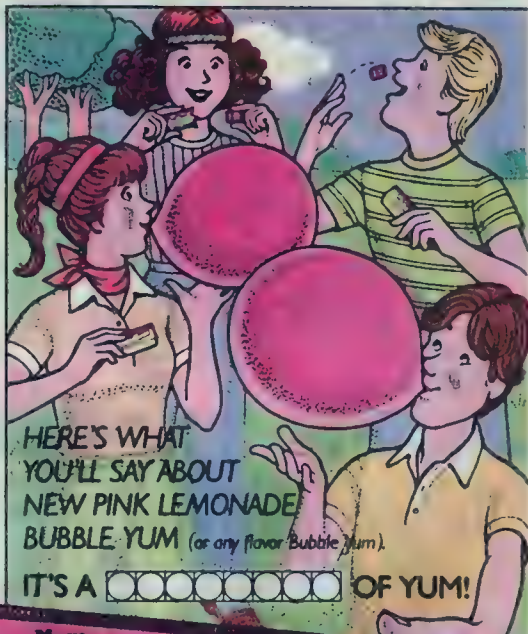
NIPK

--	--	--	--

LUBBESB

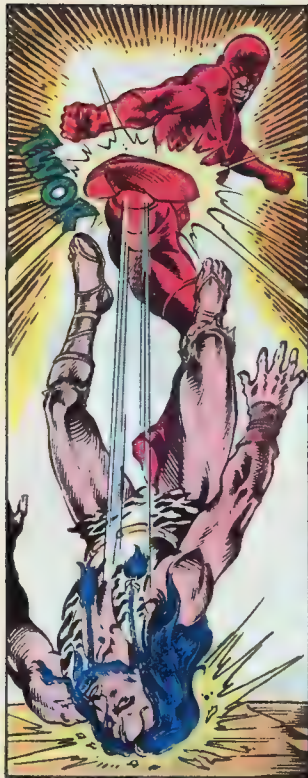
--	--	--	--	--	--	--

Now unscramble the circled letters to discover the surprise word in this Bubble Yum cartoon.



© Nabisco Brands, Inc. 1983

ANSWERS: SOFT, SMOOTH, JUICY, YUMMY, PINK, BUBBLES. SURPRISE WORD: IT'S A MOUTHFUL OF YUM!



THANKS A LOT, FELLA. GUESS YOU SAVED MY LIFE. YOU BEAT HIM GOOD.

I'M NOT SO SURE. I DON'T KNOW IF I BEAT HIM--



--OR IF THOSE ELECTRICAL CABLES HE PUNCHED INTO DID.



AND HE WAS OUT OF HIS ELEMENT... SURROUNDED BY STRANGE SMELLS, SOUNDS, RHYTHMS.

IF WE'D FOUGHT ON HIS TURF, THE OUTCOME MIGHT HAVE BEEN DIFFERENT.

KINDA AMAZING WHEN YOU THINK ABOUT IT-- HOW HE WAS NO HUMAN FEELING AT ALL.



OH, BUT HE HAS. HE WANTED TO KILL YOU... TO GET REVENGE. THAT'S UGLY, BUT IT'S ALSO CERTAINLY HUMAN.

HE'S GOT EMOTIONS-- THE BASIC ONES.



HE'S STRONG, FAST, TOUGH AND BASICALLY INTELLIGENT. HE'S PROBABLY ABSOLUTELY RUTHLESS.

HE MAY BE THE MOST DANGEROUS MAN I'VE EVER MET.

The Saga of **CRYSTAR** **CRYSTAL WARRIOR**

Action Figure Collection from **REMCO**

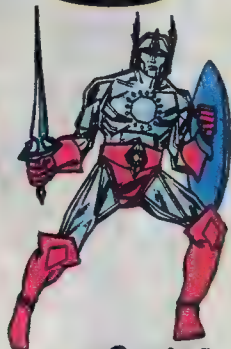
Each figure is fully articulated
and complete with
weapons and accessories



Moltar™
Lava Warrior



Feldspar™
Embodies good vs. evil



Crystal™
Crystal Warrior



Zardeth™
The evil wizard



Magma Man™
Lava Warrior



Warbow™
Crystal Warrior



Ogeode™
The good wizard

Collect them all!

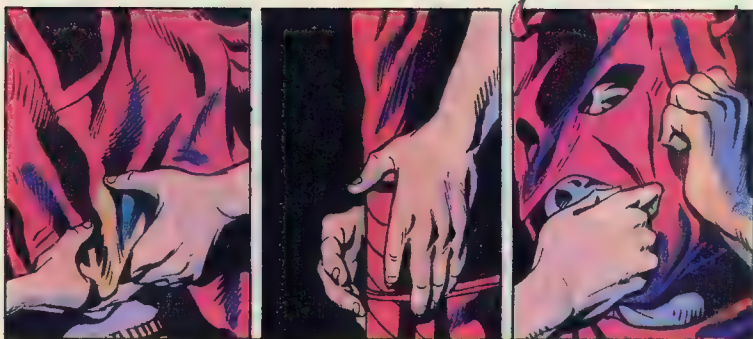
All characters TM and © 1983 Marvel Comics Group, a division of Cadence Industries Corp. All rights reserved. © 1983 Remco Toys, Inc. New York, NY 10010

AVAILABLE AT PARTICIPATING



STORES!

THE SAVING PLACE



FOR ONE PERSON IN NEW YORK THE DONNING OF THIS PARTICULAR COSTUME IS AN EVERYDAY THING... BUT TO THE REST OF US THERE IS ALWAYS A FIRST TIME...

A LIFE IN THE DAY!

DENNY O'NEIL MIKE CARLIN SCRIPTER	WILLIAM JOHNSON LUKE McDONNELL PENCILER	DANNY BUELRADI LUKE McDONNELL INKER, TOO	JOE ROSEN DIANA ALBERS LETTERER	CLYDE WELLS JULIANNA FERRITER COLORIST	BOB BUDNICKSKY MIKE HIGGINS EDITOR	ILM SWOOSER ANN NOCENTI EDITOR-IN-CHIEF
--	--	---	--	---	---	--

AND THAT IS ALL THAT IS CURRENTLY KNOWN ABOUT THERMO-NUCLEAR WARFARE.

VERY WELL DONE, TERRY. THAT WAS A FINE SHOW-AND-TELL LECTURE. I'M SURE YOUR PARENTS, MR. AND MRS. KLOTH, WILL BE VERY PROUD OF YOUR GRADE.

OUR NEXT STUDENT SPEAKER WILL BE...

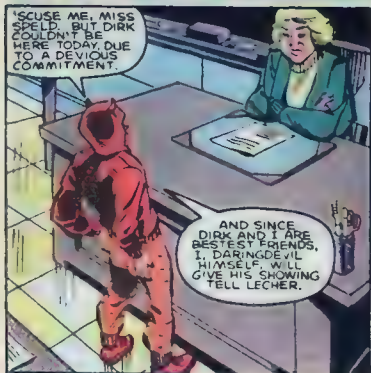
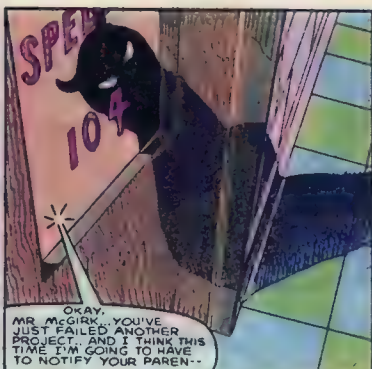
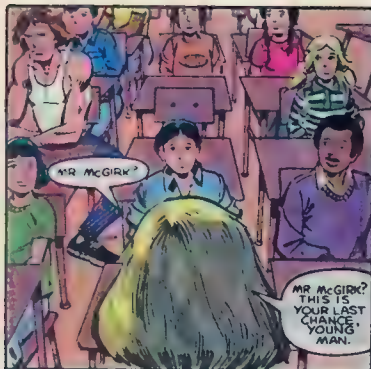
OH NO!

DIRK MCGIRK.

HARRY COMIC

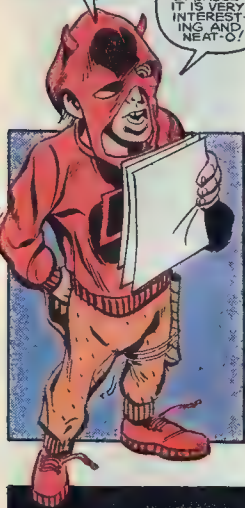
FINISH

 A classroom scene. A teacher in a green sweater is at a desk, holding a piece of paper. A large, multi-layered cake sits on a stand in the foreground. A student in a pink shirt with "HARRY COMIC" on it is standing. Other students are sitting at desks, some looking at the teacher, some looking at each other. A "FINISH" sign is on the floor. A man in a military uniform is in the bottom left corner.



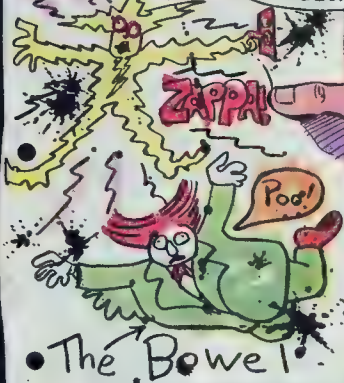
THE TITLE OF MY
LECHER IS "THE
ILLUSTRATE GRIME-
FITTING CAREER OF
DARINGDEVIL, THE
MAN WITHOUT EARS."

I CHOOSE
THIS SUB-
JECTIVE
BECAUSE
IT IS VERY
INTEREST-
ING AND
NEAT-O!



Elektra

DARINGDEVIL'S
STUPENDUST CAREAR
BEGINNED SEVERAL
YEARS AGO WHEN ALL
OF A SUDDENLY HE WAS
CATCHING SOUPER
VILLIN'S LIKE ELEKTRA
THE MASTER OF
ELECTROCITY AND
THE BOWEL.



I'D LIKE
TO, IF I MAY,
INTERPUT HERE
THAT ALL OF
THIS INFORMA-
TION THAT I'M
REPLAYING FOR
YOU IS REAL
LIFE STUFF WITH
NO ADJECTIVES
OR PRESERVES.

FINISH
UP, LITTLE
MISTER.



EVEN LATER IN HIS
DAZE AS A COSTOMBED
GRIME-FITER, DARINGDEVIL
COMED UP AGAINST SUCH
ADVERSE DIVERSARIES AS
THE GRADIATOR, WILT
THE STILTMAN AND
BIRDSEYE

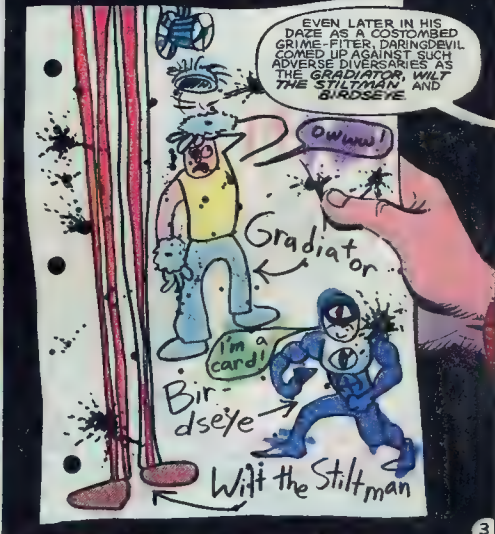
Owww!

Gradiator

I'm a
card!

Bir-
dseye

Wilt the Stiltman



Bulpen Bulletins

Hill I'm not Jim Shooter, but Jim is my boss. I'm Lynn, his assistant. My job is to help Jim. And that means trying to help some of the people who call or come to Jim's office with questions or problems. Editors, writers, artists, movie producers, and other important Big Wheels come here to see Jim. I handle as much as I can for him because he's *soooo* busy! The most important people I help are you, the Marvel Comics fans out there who write or call with all sorts of serious (and sometimes crazy) questions. That's a huge job, so I have an assistant too! Her name is Margaret Clark, and she's terrific! We're here to help. We can tell you the best way to send in your art and writing submissions or help you find your local comics shop. But, we're real busy, so when you call or write to Jim or us, please be as brief as possible. Please clearly state what you want to know. We will find out and get back to you as soon as we can.

We get a lot of requests to give tours. We get so many requests that we couldn't possibly give a tour to everyone who asks — and since it isn't fair to pick just a few, we don't give any! We are working on doing something about that, because, really, we love giving tours. It's fun meeting other people who are as excited about Marvel Comics as we are (and it's one of the few times that Jim unchains us from our desks). But, until then, I thought I'd give you a quickie tour of the Marvel Bulpen.

JACK ABEL'S SHORTS...

Jack Abel is an inker (a great one!) who works in the Bulpen. His "shorts" are about 3 feet wide, have great big red polka dots, and are made of cardboard. Someone took a great big bite on one side! They are hanging at the front of Jack's drawing table where he often sleeps... err... um... works. I'm not certain why somebody stuck those shorts on Jack's table, but they sure look funny.

THE SANCTUARY OF THE ANCIENT ONE

Nearly to Jack reclines paste-up man Morrie Kuratko, who, according to legend, is the oldest Bulpenner. He'll tell you about the healthful properties of onions, garlic and carrot juice — but see this month's Marvel Bulletins Special, which appears in Marvel's three Direct-Only titles, *Micronauts*, *Moon Knight*, and *Ka-Zar* where Bulpen Manager Danny Crespi gets Morrie to tell all.

And Danny! Danny Crespi is an adorable cutie (maybe the nicest man in the whole world!) who's taken to wearing suspenders. Poor Danny, girls just love snapping suspenders.

RON'S COMMAND CENTER

Ron Zalme is Danny's assistant manager — it's no easy task to run the Bulpen. Besides all the other important stuff he does, Ron's duties include supervising the operation of the Bulpen's toaster (which he's nicknamed "ROM") and storing volleyball equipment. Yep, we sometimes play volleyball in nearby Madison Park at lunchtime!

PARKER'S ALL-NITE LETTERING SERVICE

Nearly to Ron is Rick Parker — *see* letterer and all-around hard worker. This man doesn't ever go home! He's always working in the morning when I come in and even if I leave at 10 p.m. he's still there working. If he does go to sleep, I bet he sleeps with his Crosscut pen clenched tight in his hand.

DESIGNER'S DEN

The Bulpen has a great design and production team. There's Joe Albano, Barry Shapiro and Robin Broderman all in a row. They work on the magazine designing layouts and doing paste-ups and after they finish they climb out and dust themselves off.

ALSO IN THE 'PEN'...

...are Paul Beaton, who does coloring and referencing, George Rousseau, cover colorist, John Tartaglione, who does art corrections, and John Morelli, who's a letterer. They call John M. "Squid" because he worked on a ship one summer. He's very muscular (because he lifts weapons) and he looks kinda like the Sub-Mariner!

EDITOR'S ROW

Across from the Bulpen is Editor's Row which is growing ever longer. Each office has a personality unique to each team. There are cartoons on the doors, walls and windows. There's all sorts of weird, crazy and fun things going on all the time. But, there are too many of them for me to tell you all about all of them here — and, besides, you hear more about them than the other Bulpeners.

STAT'S A US!

I mustn't forget Robbie Carosella and Harry Candelario who do the photostats and who are a big part of the Marvel Bulpen. Since every single page of every single Marvel Comics must pass through the stat room, their job is critically important. I try to treat them right and, Robbie manages the Marvel Softball Team!

OUR 'PEN MOTHER

Who ties it all together? It's our lovely Traffic Manager Virginia Florita. Virginia is the one who encourages the editors to get the creative people to finish their work on time! She also makes sure that all in-house work gets out to the printers. Without Virginia you might have to wait MONTHS between your favorite titles. It's time Virginia gets some fan mail of her own! Thanks, Virginia.

THE THRONE ROOM!

Jim Shooter's office is along Editor's Row, but just a bit away from the Bulpen. He's got a big table for a desk. On his desk is the Bubblegum Machine that Terry Austin, Lee Sapp and I gave him for Christmas. We do our best to keep it filled with jelly beans for Jim, but Chris Claremont and everyone else keep doing their best to empty it! Jim's desk is surrounded by the piles of mail that he gets everyday. You already know that he reads all his mail. He'd love to answer it all, but of course, if just isn't humanly possible! Jim also has a swell comfy chair that swivels. And since he's away now, I'm sitting in his chair swiveling and writing his Bulpen Bulletin. I wonder if anyone will notice?

Take care,

Lynn

Lynn E. Cohen

THE MIGHTY MARVEL CHECKLIST

Watch out this month, true-believers! There's no way we can pick out just one or two books as especially exciting. The assistant editors have been going crazy with their brief thirty days at the helm of Marvel, so all our comics are bound to be... well, unique this month. If you don't want to miss any unheralded magic, charm, or silliness, you'd better buy all our titles! Now's that for unashamed hype?

- ☐ THE THING #7
- ☐ DAREDEVIL #202
- ☐ NEW MUTANTS #11
- ☐ DAZZLER #30
- ☐ CONAN THE KING #20
- ☐ RETURN OF THE JEDI #4 (Limited Series)
- ☐ MOON KNIGHT SPECIAL EDITION #3
- ☐ MARVEL RETREAD FUNNIES #1
- ☐ AMAZING SPIDER-MAN #246
- ☐ CAPTAIN AMERICA #289
- ☐ THOR #339
- ☐ INDIANA JONES #13
- ☐ MOON KNIGHT #35
- ☐ MICRONAUTS #56

- ☐ IRON MAN #178
- ☐ CRYSTAL #8
- ☐ MAGIK (Ilyana and Storm Limited Series) #2
- ☐ S.H.I.E.L.D. SPECIAL EDITION #2 — Second of two books reprinting STERANKO's stunning S.H.I.E.L.D. stories
- ☐ INCREDIBLE HULK #291
- ☐ AVENGERS #238
- ☐ CONAN THE BARBARIAN #154
- ☐ MARVEL TALES #159 — Reprinting *Amazing Spider-Man* #21 by STAN LEE and STEVE DITKO, "Where Flies the Beetle!"
- ☐ X-MEN #177
- ☐ ROM #50
- ☐ POWER MAN/IRON FIST #101
- ☐ G.I. JOE #19
- ☐ CLOAK & DAGGER #4 (Limited Series)
- ☐ ELEKTRA SAGA #1 (Limited Series)
- ☐ FANTASTIC FOUR #262
- ☐ MARVEL TEAM-UP #137 — Aunt May and Franklin Richards
- ☐ ALPHA FLIGHT #6

- ☐ PETER PARKER, THE SPECTACULAR SPIDER-MAN #86
- ☐ DEFENDERS #127
- ☐ STAR WARS #79
- ☐ JACK OF HEARTS #1 (Limited Series)
- ☐ X-MEN CLASSICS #1 (Limited Series) — More classic reprints from ROY THOMAS and NEAL ADAMS.
- ☐ MICRONAUTS SPECIAL EDITION #2 (Limited Edition) — Re-presenting the original MANTLO/GOLDEN sagas.

MARVEL ANNUALS

- ☐ AVENGERS ANNUAL #12 — Guest starring the Inhumans.
- ☐ X-MEN ANNUAL #7

MARVEL MAGAZINES

- ☐ SAVAGE SWORD OF CONAN #95
- ☐ MARVEL AGE #10
- ☐ MARVEL FANFARE #12

EPIC COMICS

- ☐ EPIC ILLUSTRATED #21
- ☐ DREADSTAR #7

MARVEL PRODUCTIONS PRESENTS...

the **AMAZING SPIDER-MAN**
AND THE **INCREDIBLE HULK**



PREMIERING
SATURDAY
SEPTEMBER 17

NBC



MARVEL PROD. • 1983

Are YOU Good Enough to be
the World's Most Famous Secret Agent?

Enter the **VICTORY GAMES** World of

JAMES BOND 007

Role Playing In Her Majesty's Secret Service

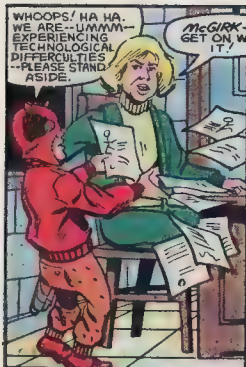
For a **FREE** James Bond 007
poster (allow 6 to 8 weeks
for delivery) send \$1.00 to
cover handling and
postage to

VICTORY GAMES, INC.
4517-M Harford Road
Baltimore, MD 21214

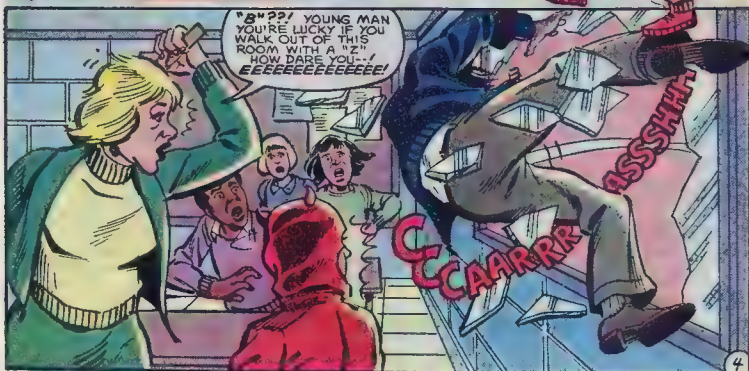
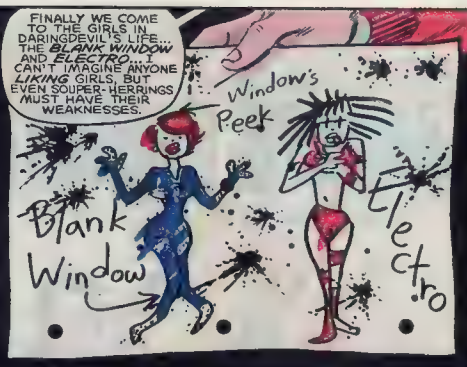


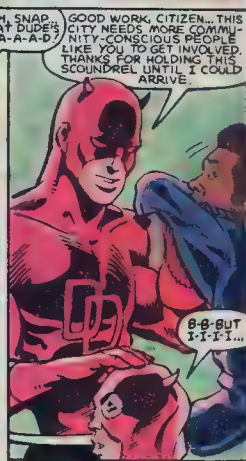
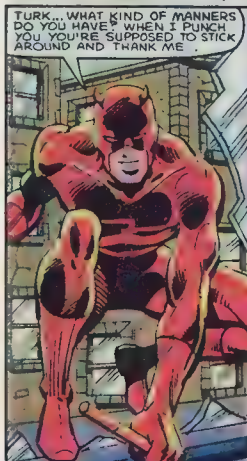
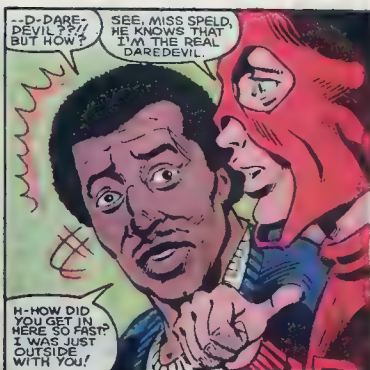
**The World's Most Famous
Secret Agent Is Now The World's Most Exciting Game**

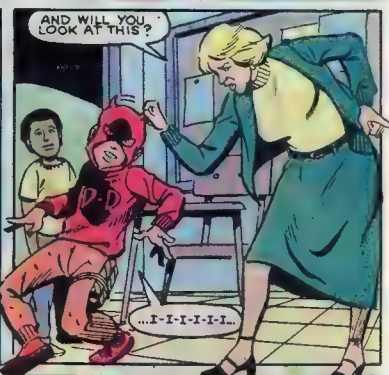
© Eon Productions Limited/Gildrose Publications Limited (1983)



McGIRK--
GET ON WITH
IT!







DEVIL'S ADVOCATE

MARVEL COMICS GROUP
387 Park Avenue South
New York, New York 10016

BOB BUDIANSKY
EDITOR
MICHAEL HIGGINS
ASSISTANT EDITOR

Dear Linda and Denny:

Excellent! Magnificent! I am impressed! Daredevil's back! My hero, that smooth-moving bolt of crimson who fights bad guys. I've waited so long.

Denny, you and William Johnson have started beautifully on this book! William's art flows — it's as if he choreographs every panel. Daredevil hasn't looked this good for a long time. But while I'm very happy with the art (including Danny Bulanadi's inks — don't let him go!) what I really want to talk about is the writing.

Denny, I have to thank you. Once again Daredevil is a hero. In the past few issues you've been able to take this strip and completely revamp it. You are able to address realistic issues (our legal system is an example) the way Miller did, without such a heavy hand. I actually feel good after reading DAREDEVIL. I do love my heroes when they're being heroic. I'm not condemning realism — just brutal violence. I don't think Daredevil deserves such brutality.

I'm looking for a long run for the new creative team on this book.

Michael Downs
Tucson, AZ 85730

Dear Linda and Denny:

A brief encounter in a far away place on a cold night.

A hatred between two enemies that goes beyond the physical — into a shared rapport, a communion of bitterness.

A woman, herself full of pain and resentment, forced to make life-and-death choices.

Patricide.

True love.

All the elements of Daredevil's trip to Japan, especially as seen in issue #199, sound — and feel — like a great piece of gothic literature. You should be congratulated for maintaining the emotional intensity that this character has found in the last few years.

William Johnson and Danny Bulanadi's work may lack the thematic grasp that Miller and/or Janson developed, but the storytelling is no less solid. I've got this feeling that next issue's anniversary showdown with Bullseye is going to be, well, memorable.

Thomas Long
Edwardsville, IL 62025

We thought it was, Thomas, and we hope you did, too.

Dear Folks,

I have to say that the combination of William Johnson and Danny Bulanadi is my

conception of DAREDEVIL. The fights seem more real, and their handling of nature is superb. The sea looks like the sea, and winter looks like winter, rather than an artist's conception thereof.

I look forward to this hard-working pair's efforts in the future. "Daughter of a Dark Wind" was beautiful.

Don C. Reed
Fremont, CA 94538

Dear Linda and Denny,

I greatly enjoyed DAREDEVIL #199. I especially liked William Johnson's artwork. DD's karate moves against the expert samurai were good, but when did he learn to catch arrows?

Jim Dougan
Millbrook, NY 12545

He always knew how, Jim — he just never had the chance before!

Dear Denny, William, Danny and Linda,

The main reason I'm writing this letter is to compliment Mr. Johnson on mastering DAREDEVIL in the space of three issues. At first the artwork was a little shaky, but then with his second issue it shaped up dramatically. Congratulations!

Further comment on DD #199: So Bullseye's back and deadlier than ever — I can't wait to see how deadly! I'm disappointed that you killed off Dark Wind so soon. He would have been a great villain. To close, I'd like to say that I enjoyed this issue, and I'm looking forward to #200.

Anthony Padilla
Stillwater, MN 55082

Dear Denny and Linda,

When Frank Miller left DAREDEVIL, I swore that I would never read it again. However, I ended up reading the book on a regular basis, but only because Klaus Janson was doing the art. Everything was great, until Janson stopped working on the book. Once again I vowed never to read DAREDEVIL no matter who did it.

My subscription was about to run out so I just let the books float in, and so I had an excuse to read about my favorite comics character. Then I saw William Johnson on the book, and decided to give him a chance. He's great — don't let him get away! I really love the pace of the book now.

In DAREDEVIL #199, Johnson does a fine job with the general character of Daredevil. I can't wait to see what happens between Daredevil and Bullseye. You still

have this fan as a loyal follower of DAREDEVIL, despite the many changes.

Ruffin Prevost
Hazelwood, NC 28738

Thanks, Ruffin.

Dear Editor:

You build up the suspense and finally let it out without warning. That's what makes DAREDEVIL great!

There are no names on the cover of #199. Who did it?

Alex Walle
Temple Hills, MD 20748

The striking cover was rendered by Luke McDonnell and Bob Wiscak. And you'll be seeing more of Luke's work — he'll be penciling DAREDEVIL #204!

Dear Folks:

I'm starting to get really bored with samurai, ninjas, yakuza and Japan in general. I have nothing against the country, its people or even its ancient warrior legends, but enough is enough already. And I'm not very happy with the curing and reactivation of Bullseye.

Nevertheless, oddly enough, I've enjoyed recent issues of DAREDEVIL. And, I'm getting excited over what the O'Neil/Johnson team are doing and the direction in which they are taking this book. Denny is reclaiming his place as a major comics writer, while Johnson, I think, has the potential to claim a place of his own as a major art talent.

Bill Henley, Jr.
Greenwich, NY 04107

Dear Editor:

DAREDEVIL #199 was the best Daredevil story I've read in quite a while. William Johnson is an excellent choice as penciler for this book — and Danny Bulanadi's inks really compliment his work.

DAREDEVIL used to be my favorite book, but after Miller left I felt that the quality took an immense plunge. DAREDEVIL was an effort to read.

Mr. O'Neil and Mr. Johnson have won me back. DAREDEVIL is Number One again.

My final statement is that DAREDEVIL #199, "Daughter of a Dark Wind," is the new standard by which other comics should be judged.

D.M. Pratt
Union, NJ 07083

NEXT ISSUE: Who's the deadliest threat to Daredevil's career? The man from Matt Murdock's past, or the startling new super-villain called — THE TRUMP? Find out in thirty.

MARVEL PRODUCTIONS PRESENTS...

the **AMAZING SPIDER-MAN**
AND THE **INCREDIBLE HULK**



PREMIERING
SATURDAY
SEPTEMBER 17

NBC

MARVEL PROD. © 1983

EXTRA! EXTRA! EXTRA!



DUE TO
OVERWHELMING
RESPONSE--WE ARE
HAPPY TO REPEAT A
VERY SPECIAL
OFFER!

THAT'S A 16 ISSUE SUBSCRIPTION
FOR ONLY \$6.50! ON THE NEWSSTANDS
YOU'D PAY \$9.50!

FOR A LIMITED TIME
ONLY, YOU CAN USE THE
COUPON BELOW WORTH
A 80% SAVINGS!

PLUS THESE SPECIAL BENEFITS!
1) **REFUND GUARANTEE**-- YOU MAY
CANCEL AT ANY TIME!
2) **IMMEDIATE CASH SAVINGS**-- 41¢ PER
COPY! (NEWSSTAND PRICE IS 60¢ PER COPY!)
3) **ADDITIONAL SAVINGS**-- ALWAYS THE
LOWEST PRICE ON RENEWALS!

THE MORE YOU ORDER, THE MORE YOU
SAVE! FILL OUT COUPON BELOW, INDICATE
TITLES, ENCLOSE REMITTANCE AND MAIL!

OFFER EXPIRES OCTOBER 31, 1983!

4 EXTRA ISSUES SUBSCRIPTION CERTIFICATE

- | | |
|---|--|
| <input type="checkbox"/> ALPHA FLIGHT | <input type="checkbox"/> INDIANA JONES |
| <input type="checkbox"/> AMAZING SPIDER-MAN | <input type="checkbox"/> IRON MAN |
| <input type="checkbox"/> AVENGERS | <input type="checkbox"/> MARVEL TALES |
| <input type="checkbox"/> CAPTAIN AMERICA | <input type="checkbox"/> MARVEL TEAM-UP |
| <input type="checkbox"/> CONAN | <input type="checkbox"/> NEW MUTANTS |
| <input type="checkbox"/> CRYSTAR | <input type="checkbox"/> PETER PARKER |
| <input type="checkbox"/> DAREDEVIL | <input type="checkbox"/> POWER MAN/IRON FIST |
| <input type="checkbox"/> DAZZLER | <input type="checkbox"/> ROM |
| <input type="checkbox"/> DEFENDERS | <input type="checkbox"/> STAR WARS |
| <input type="checkbox"/> DR. STRANGE | <input type="checkbox"/> THE THING |
| <input type="checkbox"/> FANTASTIC FOUR | <input type="checkbox"/> THOR |
| <input type="checkbox"/> G.I. JOE | <input type="checkbox"/> U.S. 1 |
| <input type="checkbox"/> INCREDIBLE HULK | <input type="checkbox"/> X-MEN |

SPECIAL TITLES (16 Issues)

- | | |
|---|---------|
| <input type="checkbox"/> KA-ZAR | \$8.00 |
| <input type="checkbox"/> MICRONAUTS | \$8.00 |
| <input type="checkbox"/> MOON KNIGHT | \$8.00 |
| <input type="checkbox"/> KING CONAN | \$10.00 |
| <input type="checkbox"/> WHAT IF | \$10.00 |
| <input type="checkbox"/> MARVEL FANFARE | \$14.00 |

Please mail to: **MARVEL COMICS GROUP**
Subscription Dept.
387 Park Avenue South
New York, N.Y. 10016

Subscribe at only 41¢ per copy:

- ☐ Yes, I'd like 16 ISSUES for ONLY \$6.50!
☐ I'd like to **SAVE MORE** -- send me all titles I've
checked (16 issues per title) at \$6.50 each!

Canada and Foreign: Add \$2.00 per title.
Make checks or money orders payable to Marvel Comics.

Name _____ Age _____

(Please print)

Address _____

City _____ State _____ Zip _____

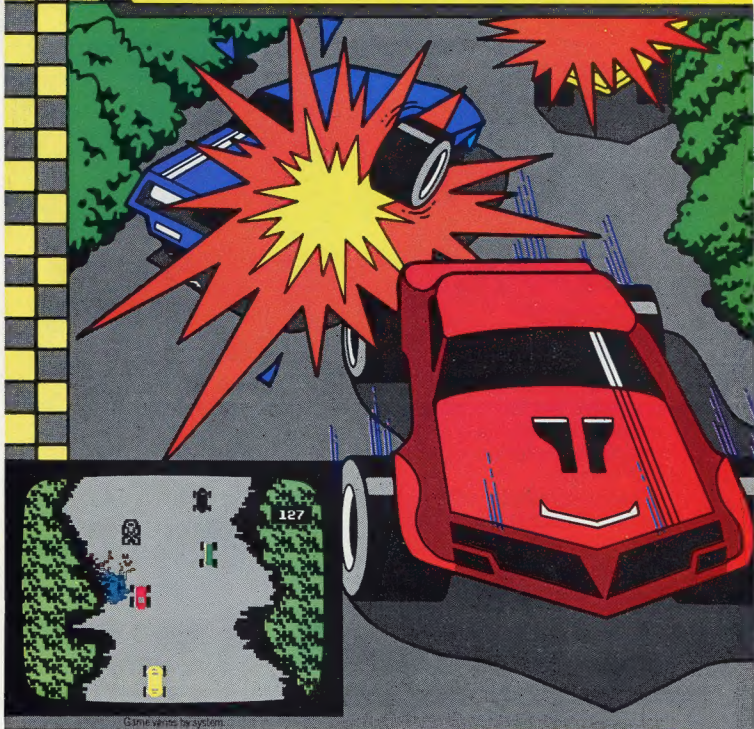
Allow 10 weeks for delivery.

SEPT-83

Bump'n'Jump™

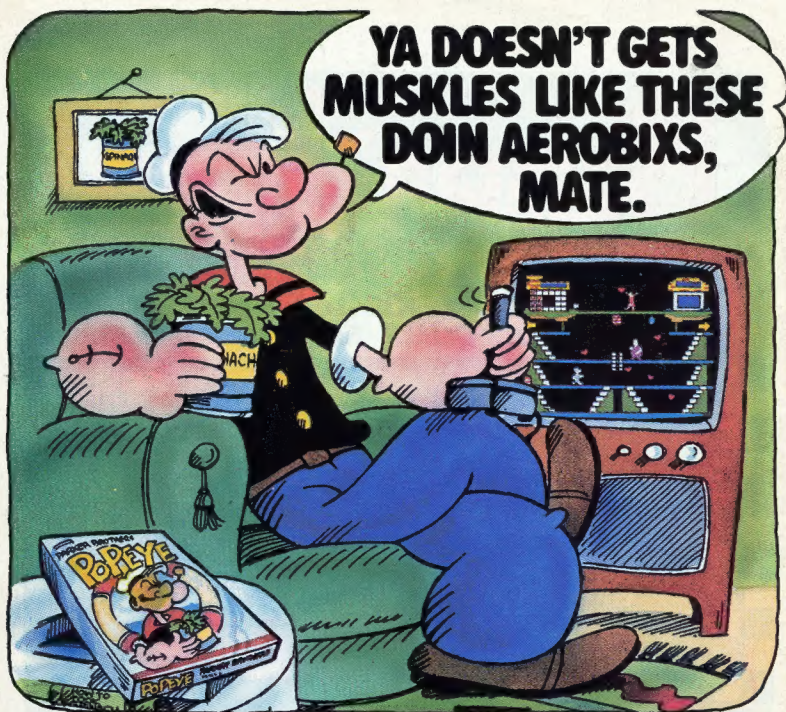
VIDEO GAME

**TO BECOME KING OF THE ROAD YOU
EITHER BUMP 'EM OR JUMP 'EM.**



MATTEL ELECTRONICS®

*In this home video
game nice guys finish
last. If they finish at all. For your Intellivision®,** and Atari® 2600. ***



Ya gets 'em from fightin' with big, bad bullies like Brutusk. And from punchin' out beer bottles. And from blasticatin' vultures. And from runnin' around trying to make points with shapely dames like me goil, Olive. Natcherally, it doesn't hoit to down a can o' spinach once in a whilst.

And that's exackly what yas does in me new Popeye home video game from Parker Brothers. Runnin' through three screens at a bliskerin' pace, just like the arcade.

So you's can forget all them new fandangled body buildin' schemes. Playin' me new video game at home can give ya fabulouusk forearmss like me own, in no time at all.



Screen 3 is the most dangerous of them all.



PARKER BROTHERS

Popeye is available for Atari 2600, Intellivision, Atari 5200 and ColecoVision Systems;

Plus Atari 400 and 800 and Commodore VIC 20 home computer systems.

© 1983 King Features Syndicate, Inc. © 1983 Nintendo of America, Inc.
Popeye is a registered trademark of and is licensed by King Features Syndicate, Inc.
Package design: © 1983 Parker Brothers, Beverly, MA 01915

